

Learning Technologies for Language Teachers

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Task 1 – How to write a document in a collaborative way

Click on this link to know what Google Docs is: <http://docsgoogle.com>

Now click on this link: <http://tinyurl.com/TFA-google>: imagine you are a teenager in the class. Complete the table with your data. If you have a Gmail account, your name will appear every time you type in the document. If you don't have a Gmail account, the word 'anonymous' will appear when you work in the document. When more people are working in the same document, you can click on the name of the viewers and start a chat with them.

To see what you can do with Google Docs (and Drive), read here:
<http://digitalenglish.weebly.com/what-could-you-do-with-google-docs.html>

To know more about Google Drive and Google Apps for Education, read here:
<https://lendbg.wikispaces.com/MODULO+D1>

To open a Gmail account, read here:
<http://www.wikihow.com/Create-a-Gmail-Account>
or watch a tutorial here: <http://www.youtube.com/watch?v=wIDQgHPKb2s>

Extension: Can you think of a distance collaborative activity using Google Docs or Google Presentations, *without* being in a language or multimedia lab at school?

Task 2: Think about some learning technologies tools and means you used as a student and you are using now as a (trainee) teacher in your school context. Just take a survey with the use of a student response system. Follow these instructions:

- click on the following link: <https://www.govote.at/>
 - in the field 'voters ID' enter the following code and click on 'Submit'
60 59 09
Read the question, choose an option and click on 'Submit answer'.
 - then go on with the following questions (one after another), using these codes:

57 889	45 40 73	88 97 56	89 39 00
15 05 80	42 93 32	44 76 89	
 - now wait to see the results emerge in real-time¹.
- ¹ you have to be in the lab with the teacher to see them

Extension: connect to the website www.mentimeter.com and see how it works. Can you think of a class activity to be done at the end of a lesson?

Task 3 – How to exploit the web to find additional activities for your language lessons

A coursebook is not always enough when you need additional material for language reinforcement, remedial work, personalised learning etc. The Web can help you, though.

Have a look at this link:

<https://lendbg.wikispaces.com/SITI+PER+INGLESE>

Choose a website which offers an/some activity/ies you are going to do in one of your classes tomorrow morning. Think of the best way to share the link with your students and write it [here](#).

Task 4: Using Game-Based Activities

Playing games in a language is one of the best ways to practise and experiment with language. Fun and pleasure in learning can be a strong motivation factor.

Have a look at the following websites. Choose a language game which you think might be useful to engage your students, especially if they are considered a 'passive' class. If you can, use one of them in one of your next lessons and observe your students' reactions in terms of engagement. Then write a short comment [here](#).

Games

<http://learnenglishteens.britishcouncil.org/study-break/games>

<http://www.bbc.co.uk/skillswise/english/games>

<http://www.cambridgeenglish.org/learning-english/games-social/academy-island/>

<http://www.englishmedialab.com/>

<http://lingual.net/game/english-wizz/>

<http://grammaropolis.com/games.php>

Task 5: Creating Game-Based Activities

The Web 2.0 offers many opportunities to **create** and use language games.

Watch a video about a free website (Zondle) which enables you to use games to support learning:

<https://www.youtube.com/watch?v=RODBTjy8GLU>

See how a Zondle game works: http://nattaefl.wikispaces.com/CLASS2_2012 (scroll down to April 2012 and play the Zondle games!)

Now create your own games. Click here:

<http://lendbg.wikispaces.com/LAVORI+CORSISTI+CORSO+LEND+MILANO-2015>.

Scroll down to '4. Conoscere un tool di gamification-Usare Zondle' and open or download the pdf file 'Zondle-Breve guida ed esercitazione'.

You can also watch a tutorial [here](#).

Extension: To know more about videogames in the classroom read [here](#) or listen to this [BBC programme](#). To read a TESOL article about 'Gamification for English Language Teachers' read [here](#).

Task 6 - How to create online tests with immediate feedback

Learning Technologies are very useful to prepare quizzes and tests (that can be used as formative assessment tests or even classworks). There are lots of free **quiz creators** online and some of them have been made according to the principles of **gamification**.

A.

The best so far is **Kahoot** (www.getkahoot.com). Read and watch what a Kahoot is here: <http://blog.getkahoot.com/post/58906886260/what-is-a-kahoot>

Watch the students' reactions here: <https://www.youtube.com/watch?v=b6gER64oFgA>

Create a Kahoot for your classes. Watch a tutorial in Italian here:

<https://www.youtube.com/watch?v=zCebOfoWBz4>



If you have tablets at school, your students can download the specific app.

If not, your students will connect to <http://kahoot.it> and "play the test".

Extension: Think of the school context you are in. How could you organize a Kahoot session, whose aim is to provide personalised learning to your students?

B.

Another effective quiz creator is **Socrative** (www.socrative.com). Click here:

<http://lendbg.wikispaces.com/LAVORI+CORSISTI+CORSO+LEND+MILANO-2015>.

Scroll down to '4. Conoscere le modalità del testing online-Utilizzare Socrative' and open or download the pdf file 'Socrative-Guida rapida'.

This is a video tutorial: <https://www.youtube.com/watch?v=R-4WCq4RZPs>

Extension: Think of the school context you are in. How could you use Socrative to test your students very often and to help the weakest ones? Deliver the quiz as a 'Space Race': what do you think the students' reactions might be like? How could you run a test and check your students' results from home (because you don't have an IWB, a multimedia lab or tablet at school)?

C.

A more "serious" quiz creator is **Thatquiz**. (www.thatquiz.org)

Connect to the website www.thatquiz.org/tg/docs/about.html and see how it works.

Watch a video tutorial here: <https://www.youtube.com/watch?v=AhCprBkQsJE>

Extension: Think of the school context you are in. How could you use thatquiz to prepare a testing activity to be done as a mock test? How could you run a test and check your students' results by using an IWB?

Task 7 - How to crop videos and use them in your lessons

Videos are one of the most engaging and effective tools to share knowledge with your students. The Web offers hundreds of videos that can be used for learning and teaching English.

You can also crop videos and make some tests for your students.

Edpuzzle (<http://edpuzzle.com>) can help teachers to prepare their own videlessons and make their tests. See how it works here:

<https://www.youtube.com/watch?v=iTQpvkQdQOw>

If you want to create a lesson, here is a useful videotutorial:

<https://www.youtube.com/watch?v=8377YLHrdwU>

Task 8 - Digital storytelling

Glogster (www.edu.glogster.com) is a cloud-based platform that can be used to create multimedia posters and access a library of engaging educational activities created by teachers and students all over the world.

Watch what a Glogster is here: <https://www.youtube.com/watch?v=FAggHmiNRdg>

To see an example of a Glogster applied to English grammar, have a look at this link:

<http://mlearning.isitgoonair.net/casiuso/casouso/3/>

Unfortunately many of the previous free facilities have been restricted, but you can still use the basic version. Learn how to create a Glogster watch a complete tutorial here:

<http://www.teachertrainingvideos.com/e-portfolios-iwbs/glogster.html>

Please note that the following are 'advanced level' tasks, but if you want to try something more challenging, you are kindly invited to experiment them!

Task 9 - How to create a social learning platform

Edmodo (www.edmodo.com) is the most used social learning community where teachers, students and parents can connect safely and securely. It's a virtual learning environment.

Read how it is used here: <https://www.edmodo.com/about> and what you can do here:

<http://edmodoteacherhub.wikispaces.com/file/view/Exec-Summary-Edmodo.pdf>

Learn how to use Edmodo here: <https://www.youtube.com/watch?v=DZHB6FfRjnQ>

If you want to test yourself in creating your virtual learning environment, you can find a step-by-step tutorial here: http://lendbg.wikispaces.com/MODULO_C1

Task 10 - How to create a wikispace

A wikispace is a social writing platform for students. It's similar to a website where teachers and students can work together on projects. Read about education wikispaces here: <https://www.wikispaces.com/content/classroom/about>

A useful video tutorial can be found here: <https://www.youtube.com/watch?v=RjT--hbbhc>

These are my classroom wikispaces:

<http://nattaefl.wikispaces.com/INTRODUCTION>

<http://amaldi-english-corner.wikispaces.com/>

<http://galliefl.wikispaces.com/>

If you want to test yourself in creating a wikispace, here you can find a detailed explanation: <http://lendbg.wikispaces.com/MODULOC2>

Finally... if you are not satisfied with any of the previous learning technologies tools or you want to see something different, these links are for you:

<http://mlearning.isitgoonair.net/discipline/> (click on Inglese, 'casi d'uso associati a questa disciplina')

BIBLIOGRAPHY

For a complete bibliography access this link: <https://tfa-ntd.wikispaces.com/bibliografia>

The best book about Digital Literacies: Dudeney G., Hockly N., Pegrum M., Digital Literacies, Pearson 2013

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